



## **MWC3 Contest Rules/Goals for Problem Statement Authors**

These guidelines should consider the parameters laid out in the MWC3 Contest Rules document (for most that is 2 person teams and 2 to 2 ½ hour time limit).

1. The contest overview document must have the following:
  1. Contest Overview and Components – Scope of the competition including the relative importance/depth of each component.
  2. Team Composition Rules – minimum and maximum numbers.
  3. Skills List – this should contain ALL skills that may be included in the problem statement. For the actual competition problem statement, choose a subset.
  4. Scoring/Rubric for judging the submissions. Reminder: Evaluation of contestant submissions cannot be based on “rules” that are not explicitly detailed in the contest over document posted prior to the conference.
  5. Schedule – any specific time limitations during the contest
  6. Resources – any specific resources that might help the student prepare for the competition (not required) AND any prohibited resources during the competition. Reminder: The students have full access to the Internet during the competition – design your problem statement accordingly.
2. Target Audience– Students who attend MWC3 are computing majors, either in an Associate or Baccalaureate program. Students who have already earned a Bachelor’s Degree in a computing-related discipline are not eligible to compete.
3. Difficulty Level (depth) – All competitions are designed for a similar difficulty level relative to their subject, though not all competitions are, by the nature of their subject, at the same level when compared to each other. In addition all competitions, unless otherwise stated, should be designed for a two-person team.
  1. An above average student who would have mastery of the subject should be able to complete 90% of the problem statement in the allotted time. Reason: There should be some learning for everyone at the competition.
  2. A student who has had only one class in the subject should be able to complete 50% of the problem statement in the allotted time. Reason: The problem statement should be realistic so that learning can take place.
4. Content Level (breadth) – All competitions in a given subject should be planned to cover a wide range of skills/areas in a given area as opposed to a narrow specialized focus.
  1. An above average student who would have mastery of the subject should be knowledgeable about and competent in about 90% of the topics/skills. Reason: There should be some learning for everyone at the competition.
  2. A student who has had limited exposure (e.g. only one class in the subject) should be knowledgeable about and competent in about 50% of the topics/skills required and should at least recognize another 40% of all of the skills/topics. Reason: The problem statement should be realistic so that learning can take place.